## Scoring

- Once all cards have been played, teams will count up their points based on the card values below.
- An additional 10 points is awarded to whomever takes the last trick.
- Any score ending 7 or higher is rounded up to 10, any score ending 6 or below is rounded down to 0. (E.g. if you scored 127, it would count as 130. If you scored 126, it would count as 120)
- Add your meld score and trick scores together.
- If a team does not win any tricks in a round, they forfeit their meld score

Card	Points
Ace	11 points
Ten	10 points
King	4 points
Queen	3 points
Jack	2 points
Nine	0 points

Winning

- Per Bicycle Card rules, there are two ways to play:
  - Every hand dealt is its own game and whichever team scores higher wins
  - Hands are played as part of a larger game and the team that wins 1000 points first wins. However, if both teams reach 1000 points or more in a round (regardless of who has more points), play continues until 1250. If both teams score 1250 or higher in the same round, play continues to 1500 and so on.

HOW TO PLAY AUCTION PINOCHLE

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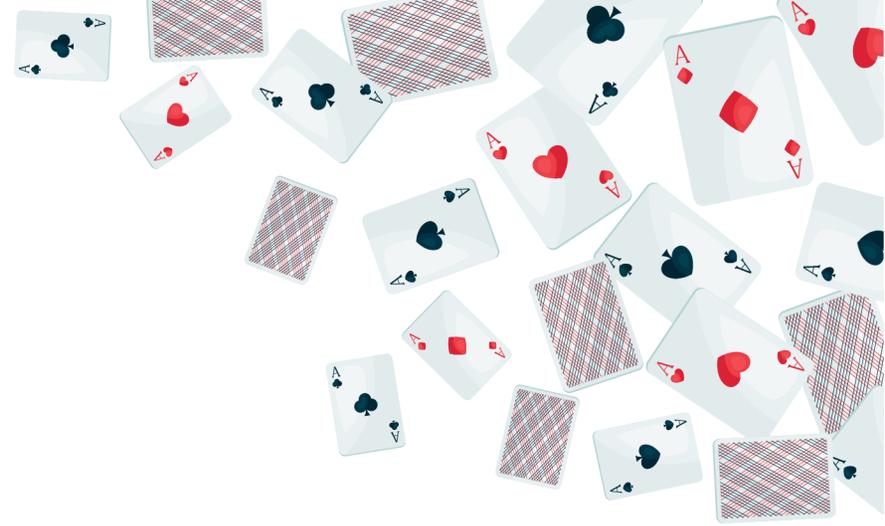
Need: Pinochle deck or two poker decks with all cards 8 and below taken out. Total of 48 cards.
Auction Pinochle is played with 4 players in teams of 2. Teammates will sit across from each other.

Cards ranked (highest to lowest): Ace, Ten, King, Queen, Jack, Nine)

The Basics
The game is broken into 3 stages:
- Bidding
- Melding
- Tricks

Setup
- Dealer deals 3 cards at a time, starting with the player to their left and moving clockwise. The Dealer will rotate each hand. Continue until all cards are dealt and each player has 12 cards.

Bidding
- Starting with the player to the left of the Dealer, each player will bid how many points they think their team can win in the round
- Bidding starts at 100 and moves around the table clockwise
- Each player can either increase (in multiples of ten) or pass. Once you pass, you cannot rejoin the auction.
- Once three people have passed, the winning bid becomes the contract.
- If you do not complete your contract, your team will be penalized the amount of points you bid.
- Whichever player won the contract becomes the Declarer and gets to pick the trump suit.
- The players on the Declaring team will give each other 3 cards, but neither can look at the new cards before selecting which to share. This is only done between the Declarer and their Partner.

Melding
- A meld is a specific combination of cards worth points. These are counted at the start of the round before any cards are played.
- Place your melds on the table, face up, and tally the score. Keep all other cards in your hand.
- Partners are not allowed to pool their cards together to create a meld.
- Once the meld scores are recorded, all cards return to the players' hands.
- There are 3 classes of melds and cards can be used in more than one class, but not in more than one meld in the same class.

Class A
- Run (A, 10, K, Q, J in trump suit) - 150
- Royal Marriage (K & Q in trump suit) - 40
- Common Marriage (K & Q in non-trump suit) - 20
- Dix (Nine in trump suit) - 10

Class B
- Aces Around - 100
- Kings Around - 80
- Queens Around - 60
- Jacks Around - 40

Class C
- Pinochle (J Q) - 40
- Double Pinochle - 300

Tricks
- Starting with the Dealer and moving clockwise, each player plays one card. The goal is to win as many high point cards as possible
- You must follow suit whenever possible
- If you do not have the correct suit, you must play trump whenever possible
- If you do not have the correct suit or a trump card, you can play any card from your hand (best to play a low card)
- You must play a card if it can win the trick
- The player who wins the trick leads the next round
- If two players play the same card, the player that laid their card down first is considered the higher card
- When you lead a round, it is smart to play your highest cards first, likely winning the trick and keeping the high score card
- If your partner is already winning a trick, play a "pointer" (high card) to ensure your team keeps the cards